

# AAB PROCEEDINGS

The Quadrant One Newsletter

30 September, 1991

Issue 15

Part of the  
History of the Imperium Working Group  
Family of Documents, Fanzines, and Newsletters

Most of this issue deals with the Zhodani. I started a discussion on GENie several months ago, and the purpose of this issue is the same as that topic's purpose.

The Solomani & Aslan Alien Book is in the last stages of production. The Zhodani are scheduled for inclusion in the next Alien Book. Now is the time to toss ideas around.

The future authors may choose what they like. HIWG is a special-interest group (SIG), not a governing body. We discuss, and the people who have their money and jobs at stake decide what will work and what will sell.

Nevertheless, HIWGers discussions influenced *V&V* and *S&A*. About 75% of my Vilani work got in (the ideas, not necessarily the words). And pages 16-22 were almost all my HDs 1302 & 1303 So, your ideas do matter - now.

**Clay:** ....And, a last note. Many people pronounce Zhodani as "Zo-dan-ee." According to the pronunciation tables given, 'zh' sounds like the 's' in measure. Zhodani should be pronounced "Sho-dan-ih."

**Paul Drye:** Really? In my book "Zh" is pronounced as a buzzing "J". Why is the slang for Zhodani "Joes" if it's pronounced with a "Sh"?

**Mike Mikesh:** Clay, my understanding was that the 'zh' was pronounced like 'sh', only voiced as in "massage". Do you have different information?

**Loren Wiseman:** At GDW, the "Z" in Zhodani is very prevalent. I don't know how you pronounce measure, but around here the sibilant is definitely voiced (it buzzes). Hence the nickname Joe-Danny...

**Mike Mikesh:** !!! Let's see. Joe Fugate's middle initial is D. Could that stand for Daniel?

**Joe Fugate:** Yep...It is Joe DANIEL Fugate. Joe-Danny indeed!?

**Clay:** Okay, okay! There's some dispute here. There are over a hundred possible sounds humans can make, but English only uses about 70. The buzzing 'zh' sound falls between the English-usage 'j' and 'z' sounds: we can use either. (But real Zhodani will laugh at our accents...) I'm still holding out for ending with 'ih' rather than 'ee,' but I seem to be heavily outnumbered there.

% ^ %

## New HIWG Documents

3412 - *Tansa Subsector Summary*

2 pages. David Burden (4-Aug-91)

Companion to 3406, *Taapvaia Subsector Summary*.

3414 - *Contact: Lancia*

5 pages. David Burden (15-Sep-91)

Describes Lancia culture, which originated from Kukhun/Tansa. Replaces HD3403 entirely.

142.01 - *Vilani StrikeRons, v2.0*

4 pages. Roger Myhre (Sep-91)

Describes *Ushgar*-class fast cruiser, and the Vilani StrikeRons which use these flawed designs for the simpler task of bombarding lightly defended worlds.

142.05 - *Ael Elakfough: System Survey*

16 pages. Roger Myhre (5-Aug-91)

The first in a series of system surveys. He will do those that are significant to his Gvurrdon campaign first.

142.06 - *Ankhir: World Survey*

12 pages. Roger Myhre (29-Aug-91)

Gvurrdon 1728. Includes colored map of world.

142.07 - *Soungadano: System Survey*

10 pages. Roger Myhre (11-Sep-91)

Gvurrdon 2414. Includes colored map of world.

162.01 - *Fate of the "Real" Strephon*

3 pages. David Burden (16-Jun-91)

On assumption that he does not assume the throne, this develops one resolution of the "Real" Strephon episode.

166.02 - *The Imperial Navy and Lucan*

4 pages. David Schneider (26-Aug-91)

*Revised.* The Brothers of Varian analyst develops a picture of the Imperial Navy as getting fed up with Lucan.

166.08 - *The Brothers of Varian, More Ideas*

3 pages. David Schneider (9-Jul-91).

Further develops the Varian faction.

*Continued on page 4*

## Questions about the Zhodani

--Michael Cosgrave

Has anyone written any docs on the Zhodani? Is anyone writing any? Does anyone plan to write any? I've always been intrigued by them, and have gone over the material in *Referee's Companion* to see how it might lend to development. I'm in the process of getting a copy of the old Zhodani module. The main bend of this interest is that in our campaign I'm supposed to turn up the Zhodani-related plot ideas, and I do like to have a broad overview for these so that they have some relationship to the aims of various Zhodani agencies rather than being merely cardboard opposition.

### QUESTIONS

There are some things about them which don't make sense. If they are conservative, cautious planners, as borne out by the way they dealt with the Addaxur and the hostile race encountered on the Third Core Expedition, why do they keep trying to jump the Spinward Marches?

Since the Vargr military are often no more than pirates, why do they make alliances with them? Psionics aside, they must find the Vargr as difficult to get along with as other humans. Is it that they regard scattered Vargr factions as more open to manipulation than the Imperium?

Why do they dress like Arabs? Why do they have minarets in their architecture? Why does their power armor have a broadly insectile appearance? Why do they make their vehicles so angular? Anyway, if anyone has explored these, let me know and I'll be happy to work them up a bit.

### HYPOTHESES

I have a bunch of working hypotheses about the Zhodani, which might correspond to the options favored by various groups within the Consulate. They give a set of possibilities slightly more defined than the rather bland position in the *Rebellion Sourcebook*.

**Coreward:** Opinions are divided on how to split resources between confronting the Imperium in Foreven and mounting Coreward Expeditions. The Coreward party asserts that the Rebellion and Imperial collapse offers a glorious chance to get on with the most important task, exploring coreward.

**Deneb:** The Zhodani fight the Frontier Wars not to win, because they know they cannot, but to keep the Imperium on the defensive. Zhodani who subscribe to the view urge expansion in order to build a fleet which could win against the Imperium. Some Zhodani planners might believe

that they are strong enough to win in a toe-to-toe war, but have lost merely due to bad luck.

The War party feel the Consulate should use the next 200 years to absorb Deneb, so that they will have a better front line against a resurgent Imperium. The Navy favors a war against Norris, but at least one elderly noble with a surfeit of daughters reportedly suggested marrying the Domain into the Consulate.

(This is not as funny as it might sound. The Consulate is smaller than the Imperium, and during the Fifth Frontier War the Imperial Navy might have thinned out the ranks of eligible nobles, a circumstance which may pose a whole range of problems for the Consulate.)

**Rimward:** The Zhodani plan to strengthen relationships with the small states to Rimward and Trailing, moving through diplomacy, to trade, to client status, and eventually to absorb these states. Because there are so many states in the area, they will not grab one by force, lest that make the others wary.

There is a similar split among Zhodani analyzing the Aslan threat. Some argue that the speed of Aslan expansion across the Great Rift is a threat which must be met head-on.

*Continued on Page 5.*

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#### Acknowledgements

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*HIWG* ("History of the Imperium Working Group") is a fan organization detailing the official *MegaTraveller* universe. For information, write to:

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## Named Zhodani Organizations

--Clay Bush

### Two Megacorporations

**Priantqlovr Drafr:** "This megacorporation dominates transport and passenger service within the Zhodani border province of *Iadr Nsobl*.

Priantqlovr Drafr (the name means 'Military Shipping') is privately owned by a Zhodani noble family, but enjoys a permanent military subsidy and operates as a reserve arm of the Zhodani Navy. Its ships are armed and can be called up or requisitioned by the Navy when needed. *Home Port:* Chronor. *Territory:* Trailing sectors of the Zhodani Consulate."

-*Merchant Prince*, p 13.

**Tliazhashal:** "The largest Zhodani defense contractor, and also the largest provider of equipment and

civilian personnel for the Zhodani Core expeditions." [I assume it is a megacorporation. It would be the thirteenth and last non-Imperial megacorporation.]-- *Robots* p.17.

### Others

**Iadria Vlovl** (Zhodani Sector-Wide Company): "Although a sector-wide company, Iadria Vlovl has many aspects of an interface line as well. In its operations in Foreven sector, it provides transport between major Zhodani worlds and has extended this service to high-population non-Zhodani worlds in the sector. The company specializes in cargo (rather than transport) transport. Like Priantqlovr Drafr, Iadria Vlovl enjoys a Zhodani military subsidy, and its ships are armed.

*Home Port:* Tlebria (1618 Foreven). *Territory:* Foreven sector."

-*Merchant Prince*, p13.

**New Frontiers Trading Partners:** Based on Exaclibur in the Sword Worlds, this limited corporation bought ten *Broadsword* class 800-ton mercenary cruisers for operations "far to spinward." The ten were named for ten planets within the Sword Worlds, and all are named for cognomial swords.-*Broadsword*, p18.

These ships can be expected to cooperate with Zhodani interests, since the Sword Worlds is allied with the Consulate. I expect them to operate as far as Far Frontiers and the Vanguard Reaches. % ^ %

## Zhodani Library Data - Vanguard Reaches

-- Chuck Kallenbach

### Driantia Steblenzhtia

The Zhodani's seven Core Expeditions have been extensively documented; the race's interest in the galactic center is well-known. *[It remains little known among Imperial citizens. -CRN]* However, there is certainly interest in gaining information in other areas. After the First Frontier War with the Imperium (589-604), elements of the Iadr Nsobl province sought intelligence about the sectors to rimward.

Exploration forces travelled in the Far Frontiers sector and thence to the Vanguard Reaches. In 626 the Driantia Steblenzhtia was created, and patterned quite closely after the workings of the home government. The Zhodani word "steblenzh" is loosely translated as "vanguard," and the name "vanguard reaches" was later adopted by most races as the name for the sector. The Zhodani use of the word "vanguard" clearly is from

a reference to rimward, although from an Imperial point of view "vanguard" would refer to the spinward frontier.

The capital world (Vanguard Reaches 0406, A-301AB9-D) was renamed Chyia Nedlkel after the political radical and exploratory pioneer who advocated abolishment of the nobility in favor of widespread psionic testing of all citizens. The reforms of High Councillor Nedlkel were installed in the Imperial year 666.

This Zhodani client maintains good diplomatic relations with the Altarean Confederation and the Eslyat. Negotiations with the Duchy of Trelyn and the Aslan colonies have been, at best, neutral. No significant wars have been fought by Driantia Steblenzhtia, although a sizable military force has always been maintained.

As of Imperial date 1120, the Driantia Steblenzhtia governed worlds in 80 systems with a total population of over 36 billion sophonts.

### SORAG

SORAG (pronounced "SOAR-ag") is a special purpose, non-military division of the Zhodani Consulate Combined Interstellar Forces. The name is an acronym for Study and Operations Recording Activities Group. The purpose of SORAG is to observe the progress of emerging interstellar societies using passive means by receiving civilian transmissions of various types and recording or cataloging the facts therein. SORAG is a means whereby the Zhodani can stay abreast of changes in the government and technological levels of various societies within the Consulate and its Client States. Although employees are paid via a pay scale similar to most military systems, SORAG is not directly affiliated with any military organization. % ^ %

## One View of the Psionic Masters

--Dave Cheever

I have been doing a bit of work on things Zhodani (8-12 ships with design and construction history, several orbital ports, and several world overviews) with a thought of submitting them as HIWG Documents. With so many things in the air, however, it seems like asking for problems to put them out before some of the basic supporting pillars have been resolved.

### Principles

I have my own ideas about what the Zhodani are like. Basic principles I have used for the Zhodani in my campaign are:

1. The Zhodani do a lot more business in orbital ports. Published material in the Imperium is sort of wishy-washy, but small, streamlined ships are the norm. A lot of landings take place. I postulated that in Zhodani space nearly all interstellar commerce takes place in the orbital

port. Downs or groundside ports are almost non-existent. All of my Zhodani designs are USL, except for a few warships and some very small backwater ships.

2. The Zhodani are great explorers, decent merchants, but lousy colonizers. Even more than the Imperium, the Consulate is dominated by several hundred high-population worlds. The rest are inhabited by minor races or at best barely inhabited.

Large corporations that need managers move them out, but leave most of the rest of the jobs for the existing people. I think of modern Japanese economic colonization. If Toyota sets up a plant somewhere they bring in upper and middle management to ensure things are run according to accepted procedures, but don't really mess with the underlaying ground-work a lot. American workers tend to pick up Japanese ways/methods and move up in the chain of command, but it is a slow process.

Another parallel is the early French and English colonization in America. The Zhodani moved in the Marches and looked around while turning a small profit. The Imperium set up a huge base at Mora, and then moved to colonize the Marches in an orderly fashion.

- a. It helps explain why the Zhodani worlds in the Spinward Marches still show Imperial government types after a few hundred years. If they don't cause problems, the Consulate adds an upper veneer of Zhodani culture but otherwise leaves them alone.

- b. This helps allow for the Core Expeditions. Surely if they colonized heavily they wouldn't get all that far.

- c. This helps explain the delaying tactics of the frontier wars. There is LOTs of room in the Consulate's interior for colonies. Rather than be surrounded and engulfed, they opted to fight a delaying battle and hope forces external to the direct conflict would stop the Imperial juggernaut.

The Zhodani have featured prominently in the greater part of my campaign, and I have my own ideas on who they are and do. I purposely did not buy the Zhodani alien book because I didn't want to find out I was "doing it wrong."

### New HDs (con)

*Continued from page 1.*

184.01 - *Solomani Confederation Navy*

? Pages. Stuart Machin.

Develops the largest (late-Rebellion) fleet in human space.

184.02 - *Gravitics versus Fusion Rockets*

? pages. Stuart Machin.

Discusses relative merits of two propulsion systems.

184.05 - *Rapid Cold Start for TL16 Fusion Plants*

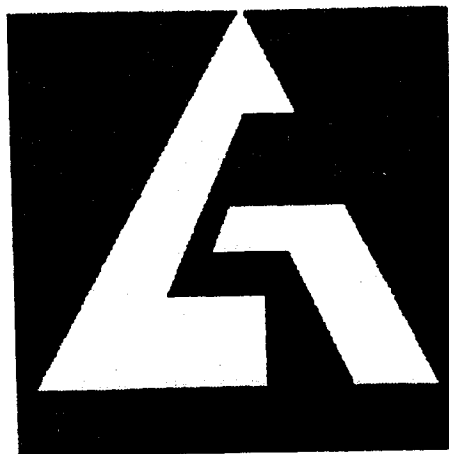
? pages. Stuart Machin.

New technology. From Signal GK #2.

184.06 - *Stealth for Mega Traveller*

? pages. Stuart Machin.

Hiding ships in space. From Signal GK #2. % ^ %



Lancia Symbol - David Burden

### Response

**Clay Bush:** I like the above.

The frontier wars aren't explained by the lousy colonizer idea, as you discussed in your very last point. The Zhodani were not desperately trying to stop Imperial advance. They stopped the Imperium and drove it back on their own. They were prepared to continue the contest when external forces isolated Deneb. Their lack of interest in exploiting Deneb's weakness is, however, consistent with little interest in colonizing.

The wars' primary cause has always been social differences and use of psionics. The first war did have a secondary cause of Imperial expansion intruding on Zhodani space and pre-empting colony sites. That agrees with your picture of the Consulate (lots of empty space) and is one reason I like your lousy colonizers idea. % ^ %

## Zhodani Consulate's Minor Races

**Kundert:** What about the *Axxadur*? They appear to be the second most important race in Consulate space (second to the Zhodani), but very little is known about them.

**Bush:** Addaxur are simply the only minor race mentioned in Alien Module 4. This can lead to over-emphasizing them.

**Kundert:** They comprise up to 10% of the population of Zhdant, the Zhodani homeworld! As [Zhdant] is the Zhodani homeworld, I take the following as some indication of the presence of *Axxadur* throughout the Consulate.

p3: "Zhdant has a population of 83 million, of whom more than 90% are racial Zhodani. *Significant non-Zhodani population is primarily Axxadur.*"

**Bush:** Now there's a sentence I overlooked! Non-Zho population is, at least, *less than* 10%, and is probably more than 5%. If we say the *Axxadur* are 5% of the population, we have 4.5 million *Axxadur* on the Zho homeworld.

**Kundert:** ...And THAT'S a lot of carnivores running around, particularly if they aren't friendly. Thus, they ARE friendly, and as the oldest of the Zhodani contact races, probably the most important...

p8: "In -5,210, Zhodani ships encountered the *Addaxur*, an intelligent race of six-legged carnivores from a high-gravity world about 40 parsecs from Zhodane. The *Addaxur* had established their own interstellar empire of 37 systems with communications maintained by sublight ships. The Zhodani observed the fringes of the *Axxadur* for about ten years before making open contact. Carefully planned overtures established friendly relations and reserved 10 of the *Addaxur*'s 37

worlds for the *Addaxur* without restricting Zhodani expansion."

---  
Aside from this and a general location for their homeworld and former sublight empire (subsector G in Tienpevnekr), there is nothing in print that I know of. With the new Zhodani book on the distant horizon, the importance of the *Addaxur* needs to be determined. If they need to be included in AM3 (or is it 4?), then detail needs doing.

**Mikesh:** The *Addaxur* are an untouched subject. No one that I'm aware of has given them any additional thought.

**Bush:** Some notes on other races: Droyne and Chirper settlements are very well-cared for.

The footloose Hlanssai of Vargr space (from a JTAS "Contact!" article) would be welcome in Zho space. There should be Vargr as well.

The Vlazhdumecta minor human race (FASA) was also absorbed by the

Consulate millennia ago. So there are at least some minor humans in the Consulate.

*Research Station Gammah* had an unexplained encounter. The environmental controls of the lab were set for a UWP of FA0, a planetary diameter of over 15,000 miles. This exceeded any known inhabited world. Five roughly bilateral bipeds, apparently of human origin, appeared to be straining against the gravity. An estimate of their characteristics would place their strength and endurance at D-E-F levels, while the rest of their UPP were normal for humans. They possessed psionic skill, which strongly indicates Zhodani contact with their world.

Lastly, we have the xenophobic race that an earlier Zhodani Core Expedition encountered. There is nothing about them except the mention of being forewarned of their presence by the "crystal ball." Moties?!

## Questions (continued)

(Continued from page 2)

Others insist that the Aslan will run out of steam through disorganization long before they make serious inroads into the Beyond and Vanguard Reaches sectors.

**Technology:** Some Zhodani hold a pro-technology position, arguing in favor of using technology to bring the benefits of psionics to the masses. This faction is never allowed to develop any real strength.

**Future events:** I assume that their first reaction to the Rebellion was to continue their usual anti-Imperial plots in the Marches. They began to be more cautious in late 1117 and in 1118. By 1119, a growing number advocated dealing with Norris as

another small border state.

I've never had to work out what they do after that, but I guess that they spend the period 1120-1130 gathering information and planning for the next 200-500 years. This planning process would go as far as a very secret, very high-powered committee of senior members of the *glomdlabr*.

Mike Cosgrave

"Trum"

Glasheen Road

Cork, Republic of Ireland

## Collected Notes from Quadrant I Analysts

### Gushemege

- David Burden

I'm now deep in a job hunting adventure, as I try to find something to do after I leave the Army in December. My Traveller output is likely to be patchy for while. To allow for this, I plan to concentrate on fairly short pieces.

GDW responded positively to two adventure ideas, so a lot of my Traveller time will be going into those. Michelle also said that she would be interested in a piece on Gushemege, but "keep it short"! 200 words on a sector? Leighton and I will aim to put together a collection of 700-word pieces to go with the sector map, and then Michelle can include as much as she wants. The Gushemege developers now have a goal.

Next items from me will probably be *Contact Lancia!* (at last) and a write up of Isi Ahto.

Enclosed is HD3412, detailing the Tansa subsector. Leighton is currently detailing Riften and Khiira. We've now named worlds for half the subsectors in Gushemege, needless to say the less crowded subsectors! Once we have them all named I'll produce a Sector Supplement akin to those GDW did for Solomani Rim and Spinward Marches.

### Gvurrdon

- Roger Myhre

Working on a campaign, tentatively titled "Emerald Hunt." Has submitted a proposal to DGP to see if they are interested.

I have also made color maps of half the subsectors. I'll send you copies when I get more of the special paper for my printer. (Two color subsector maps were in his first mailing.)

Not that I feel hurt, but there **was** one Imperial Navy base at Gvurrdon

2436. This map location held a filled star, unlike the outlined star for Vargr Navy Bases. A scout base was at 3233. Both of these systems were Imperial client states.

### Tienspevnekr

--New analyst

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GENie: J.KUNDERT [Farstar]

### Vland

--Robert Bates

Library data....Kagamira/Vland

**Aaashi:** A knife, whose blade consists of a single tooth from a *Gishuud*, sharpened into an "S." The minor human race Kirup (Ersii 1612 E361431-8) considers them sacred. A drawn *aaashic* cannot be returned to its sheath unblooded. To do so would insult the god *iime*, and bring his wrath on all Kirup.

**Ershae Fiber:** A lightweight rope woven from strands of *Lishaavine*, a plant native to Gukhaga/Kagamira. Because of the vine's special properties, the rope was preferred for bonds and snares. In his definitive book on the subject, *Strangler Vines of Gukhaga* (401), Karish Shuush wrote:

"A mature growth of these vines can vary in length from 50 to 100 meters, and offshoots from the main vine can extend plants' control to a radius equal to its overall length. The unfortunate human or animal who wanders into the heart of such a controlled area will find that the vines react violently to the slightest disturbance, snaking around the limbs responsible. Once the plant's grip is secure, unaided escape is almost impossible, as the many skeletons found in Lishaa patches will attest."

The plant's seed pods, prized for their oil, and lengths of the vine itself were considered so valuable that people often ventured into such areas despite the dangers. Once severed from the trunkvine, the smaller vines could be split and woven in *ershae*. The rope retains enough of the vine's natural characteristics that a tied knot will continue to draw itself more tightly together (by means of claws, small horn-like protrusions) when lines leading to it are pulled.

**Shaam:** A hard, highly luminescent substance found on Darmagu/Kagamira (1116 B412312-E) where the Sharurshid megacorporation maintains a mining and refining operation.

The jewels are noted for their soft iridescent colors, ranging from pink to various shades of blue. The most desirable gems are blue or turquoise.

### Vanguard

--Chuck Kallenbach

I've enclosed a disk with a bunch of little files of textual data. It's not very publishable in its present state. However, people can chew on it for a while.

I talked to Joe Fugate at GenCon, and he assured me that the dot map of the Reaches got to him in time, and it will be included in the *Solomani and Aslan* book.

I sent library data to David Schneider in Australia, who was trying to select a sector for HIWG-Down-under to develop. I told him that if they picked Fulani or Yiklerdzanzh I would send them some more stuff so that we could collaborate.

[CRB: I consolidated the text files as "HD 8D01." The initial numbering system for HIWG documents emphasized the Imperium's Domain structure. Ed Edward's proposed a numbering system for extra-Imperial

*sectors under which Corridor and Vland documents would have been "7Hxx" and "7Lxx" instead of "31xx" and "32xx" I'm using it to organize my files. "8Dxx" is Vanguard.]*

## Windhorn

--Dave Cheever

I have a complete listing of all Windhorn UWP's that I have just been sort of sitting on as I try to figure out a way to get it into IBM format. I've been pursuing a couple of avenues...

Now that I have access to Macs and IBMs at work, I plan to invest in a very good conversion package that lets me transfer straight from my Appleworks files to WP and 1-2-3. That's why I've been holding back on sending you the Windhorn files.

In naming the various systems I developed a couple of new word tables. It seemed from my examination of the V&V material that standard Gvegh would be more in use to spinward of Windhorn. I therefore came up with one table that I used for worlds on the Vland side of the void and another for use on the coreward side of the void.

For the Gvegh family, I stole the

name Knithnour from V&V and sort of Vilanized it. I reasoned that the early and long-term contact with Vilani in Windhorn, Meshan, etc., pulled Vilani terms into the Vargr languages. I cut out two diphthongs and tongue twisters, added two pure consonants and emphasized the single consonant sounds more. Nearly all Gvegh words (as per V&V) are still available and legal.

For the other, coreward, table, I went just the opposite. If this is too far out and you want them redone, let me know or supply some official word tables.

## Zhdant

--New Analyst

**William Dover**

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**P.O. Box 1000**

**Butner, NC 27509-1000**

As I have only had the sector for a month and a half, this is *brief* progress report.

First, I have assigned names to the subsectors.

Second, my next priority is to get a set of sector UWP data together. I've also located all the systems on a sector map, though not all systems have

UWP data. I have to generate the UWP's manually, but my group is helping. We have currently detailed subsectors D, G, H, and L.

Third, I plan to develop some minor races for Zhdant that the Zhodani met before they met the Addaxur, their first spacefaring contact.

Fourth, I plan to develop the Zhodani Supreme Council as part of the sector personalities.

Fifth, and last, I will have library data and a concise sector history.

I have not set definite deadlines for any of this, though. I will appreciate any suggestions or comments.

### Subsector Names

A - Drevlishienz

B - Chiashov

C - Ienjefrodra

D - Chtabra Shtonche

E - Dashipr

F - Tliaqbravets

G - Flonzebrienzh

H - Zhdant

I - Qlentileche

J - Adriantkev

K - Zdefrients

L - Plelinchier

M - Mekrashozh

N - Yevriblrz

O - Iezranspa

P - Stieniazhir

% ^ %

## Zhodani Government Types

With the use of psionics, the Zhodani developed the most effective authoritarian rule in history. Cultural factors temper this authoritarianism. Psionic-assisted government is government nevertheless.

### Councils

Electoral districts at the lowest level generally have 50,000 residents, but may have fewer on low-population worlds. Since only nobles may vote, however, a district will often have only the consul's relatives as voters.

Standard practice calls for councils to submit important questions to a plebiscite of those affected. Councils

can suspend the principle when events require immediate action, but the official ordering the action must justify his action as soon as possible.

### Types

Zhodani governments parallel the government types in Imperial space. This is confusing, given the council structure described above.

Officially, the Zhodani interstellar government tolerates diversity so long as its authority remains unchallenged. The easiest explanation is that the organized, official council structure can be dominated by a corporation, a charismatic leader, etc.

### Bureaucracy

Most of the Intendant population works for the generalized bureaucracy that helps the various levels of councils function. Each council implements its orders through its Intendant administrative staff.

Proles can agitate with nobles on issues, but cannot themselves vote. The Intendants occupy the management positions in the government bureaucracy. This does leave management of companies to proles. Rather than business success, however, most proles hope their children will rise into the Intendant class.

% ^ %

## Coreward Issues

**Edwards:** Exploration points for the Zhodani run over 3000 parsecs coreward, that is 1000 each of Jump-3 just to get there. Assuming you could get a new ship each year and thus jump 50 times a year -- it still takes 20 years to get to the farthest outpost. That is to say -- there are parts of Zhodani explored space that are REMOTE. We aren't talking pirate adventure here -- we are talking TAKING ON THE UNKNOWN.

**Paul Drye:** This would make the Consulate the single largest Empire in human history in terms of "How long does it take to cross it?". There seems to be a principle that an empire, no matter how large, can only be a couple years in travel time in size.

What are the Zhodani doing right? Is it the Tavrchedi' or something else?

**Kundert:** They control only what they can in that string, and I imagine there are quite a few A starports out there. The Zhodani benefit from "having a mission in life" which makes all those on the Coreward arm highly motivated and loyal to the cause. THAT makes all that distance work. If the supply line were that long, they would have given up after number one or two...

At some point, the Core highway is almost a separate nation. With several years between question and answer, there is no way to call home. Beyond about 2 years out, I imagine the Core highway is pretty self-ruling for most things. Because of the Zhodani way, however, even this self-rule won't vary THAT much from Consulate methods, it will just be independent in many ways.

As an aside, the Core Expedition path allows a normal Traveller campaign to include psi, concentrate on exploration (scout stuff), and yet be little different from an impie game of the same type (which is rare these days, with the Imperium surrounded).

**Edwards:** THE SECURITY LEAK #5, econtains articles by Gregg, Mike Mikesch, and Ed Edwards concerning the coreward explorations of the Zhodani. This 1988 document is labeled "not 'approved for use with MEGATRAVELLER'". In the article "Onward and Coreward" are a couple of illustrative maps by Mike. First is a map based on real data of the arms and rifts of the Milky Way Galaxy. A second map shows a portion of the local arm in which charted space lies -- some 2600 parsecs spinward/trailing and some 1800 parsecs coreward/rimward.

**Mikesch:** "Starfarers" on page 7 of the REFEREE'S MANUAL states that, "Expeditions toward the galactic core have explored (and settled parts of) a narrow corridor some 30 parsecs wide and more than 7000 parsecs long." But AM4 page 10 says the closest approach was 5000 parsecs with some venturing about 1000 parsecs beyond.

I resolved this conflict by inventing something called the Norma Colonies, a group of Zhodani colonies in the Norma Arm. Although nominally part of the Zhodani hierarchy, they were rather self-willed and impatient to wait for the Eight Core Expedition. So, being technologically advanced, prosperous, and well forward, they sent their own missions which reached beyond the 7000 parsec mark.

Although I'm pleased with my local arm map, I was especially impressed with the one Dave Cheever created. His shows more convolutions than mine, which makes it more interesting.

Grand Explorations is dead. I plan to replace some of the less exciting stuff with material about exploring the "Domain of Astra" (Far Frontier, Vanguard Reaches, Beyond, Foreven) and Fulani Sector. I'll call this new incarnation "Spinward Ho," after my article in TS25. (Rich territory for more Zho intrigues.)

**Kundert:** Since the core highway is so long, it becomes necessary to combine exploration with mercantile endeavors. The speculative explorer (ala Leviathan) would be a common occupation on the highway.

**Bush:** I have to agree. GDW is concerned that "exploration doesn't sell." Mercantile operations are more likely.

There's been discussion of mercantile adventures on the way toward the Core, so I reviewed the Alien Module for any details about the explored/settled corridor. Most of it is unsettled--by Zhodani. Minor race homeworlds aren't mentioned.

*Zhodani Consulate proper*

*Obrefripl* province: the route(s) to Chtierah. Probably at least sector size in total, say 300-600 worlds.

*Chteirah:* a single sector which is 250 parsecs from Zhdant

*Vlanchiets:* all beyond Chteirah. With 30 subsector or partial-subsector states over 600 parsecs, it works out to every other subsector. A ship from Zhdant will have covered 150% of the distance in DGP's Grand Tour!

Beyond this are scattered bases isolated by a 4,120 parsec expanse.

**Kundert:** I suspect that even at its farthest extents, the Zhodani core highway is a bit more substantial, especially if the far tip is several sectors long. The density will fall off in that last section, but should be looked at as a wedge of known ("visited") worlds, wider at the rimward end, tapering to an ever-advancing point at the coreward end. While the scale is reduced, it would still be several months to several years back to the base of the wedge, so any established bases in the wedge will know their neighborhoods well enough to find long term supply needs. You could easily have an area about a subsector in size between and around two bases. Each world in that area would have been visited at least once. % ^ %



# LIGHTNING-class Frontier Cruiser

CraftID: Azhanti High Lightning, Type CF, TL 14, MCr 35226  
Hull: 54000/135000, Disp= 60000, Config= 4USL, Armor= 60G  
Unloaded= 799212 tons, Loaded= 841233 tons  
Power: 6500/13000, Fusion= 585000 MW, Duration= 30/90  
Loco: 1620/3240, Maneuver= 1  
4860/9720, Jump= 5  
NOE= 75, Cruise= 225, Top= 300, Vacuum= 1200  
Agility= 0  
Commo: Radio= System x2, Laser= System x2, Maser= System x10  
Sensors: EMM Package, PasEMS= Interstellar x2, ActEMS= Far Orbit x3  
Densitometer= HighPen/250m x2  
Neutrino= min 10kw x1, EMSjammer= Far Orbit x1  
ActObjScan= Rout, ActObjPin= Rout  
PasObjScan= Rout, PasObjPin= Rout  
PasEngScan= Simp, PasEngPin= Rout  
Off: PartAcc= Nx, Missiles= x9x, Fusiongun= x9x, BLaser= xx9  
Batt S 22 5 15  
Bear S 18 5 13  
Def: DefDM= +7, MesonScrn=5, NucDamper=6, ArmorDM= -6, SizeCd= P  
Sandcaster= xx9  
Batt 15  
Bear 13  
Control: Computer= Model/8fib x3, Panels= HoloLink x17378  
Special: LgHoloDisp x15, HUpHoloDisp x15  
BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp  
Accom: Crew= 425 (60 x 7), Staterooms= 33, SmallStaterooms= 400  
Bridge= 17, Engrng= 91, Mtce= 13, Gunnery= 56, Flight= 166  
Troops= 0, Command= 57, Stewards= 14, Frozen= 0, Medical= 11  
HiPass= 8, MidPass= 0, LowPass= 150, LowBerth= 150, EmerLow= 0  
SubCraft: 10-ton Fighter x80, RapidLaunch (10) x2Rider (400)  
Other: Fuel= 477000 kliters, Cargo= 8631 kliters  
PurificationPlant (24hours)  
ObjSize= Large, EMLevel= Moderate  
Electronic Circuit Protection.  
25 battery-rounds (27500 missiles) in magazines.

## Design Notes

Spinal mount (30 hardpoints). 27 50-ton bays. 300 turrets.

2233 MW surplus power with weapons above.

MCr 28181.1 in quantity.

Created by Clay Bush, 02-Aug-91

# KAASU-class Heavy Cruiser

CraftID: Kaasu, Type CR, TL 14, MCr 75429  
Hull: 72000/180000, Disp= 80000, Config= 1SL, Armor= 70G  
Unloaded= 1858452 tons, Loaded= 1913048 tons  
Power: 12700/25400, Fusion= 1143000 MW, Duration= 24/72  
LifeSupport & Controls; M-0 = 80020 MW, Duration= 7/21  
Loco: 8640/17280, Maneuver= 3  
4320/8640, Jump= 3  
NOE= 180, Cruise= 750, Top= 1000, Vacuum= 2850  
Agility= 0  
Commo: Radio= System x2, Laser= System x2, Maser= System x4  
Sensors: EMM Package, PasEMS= Interstellar x1, ActEMS= Far Orbit x2  
Densitometer= HighPen/250m x1  
Neutrino= min 10kw x1, EMSjammer= Far Orbit x1  
ActObjScan= Rout, ActObjPin= Rout  
PasObjScan= Rout, PasObjPin= Rout  
PasEngScan= Simp, PasEngPin= Rout  
Off: MesonGun= x5x, PartAcc= Sxx, Missiles= x9x  
Batt 3 S 35  
Bear 3 S 27  
FusionGun= xx6, BLaser= xx9  
Batt 5 12  
Bear 4 10  
Def: DefDM= +7, MesonScrn=5, NucDamper=6, ArmorDM= -10, SizeCd= Q  
Repulsors= x8x, Sandcaster= xx8  
Batt 7 12  
Bear 6 10  
Control: Computer= Model/8fib x3, Panels= HoloLink x20072  
Special: LgHoloDisp x35, HUpholoDisp x140  
BasEnv, Bas LS, Ext LS, Grav plates, Inertial comp  
Accom: Crew= 432 (80 x 5), Staterooms= 32, SmallStaterooms= 400  
Bridge= 25, Engrng= 146, Mtce= 98, Gunnery= 57, Flight= 12  
Troops= 0, Command= 56, Stewards= 13, Frozen= 450, Medical= 25  
HiPass= 0, MidPass= 0, LowPass= 0, LowBerth= 450, EmerLow= 0  
SubCraft: Cutter x4  
Other: Fuel= 589229 kliters, Cargo= 13350 kliters  
Fuel scoops, PurificationPlant (18hours)  
ObjSize= Large, EMLevel= Moderate  
Electronic Circuit Protection.  
50 battery-rounds (87500 missiles) in magazines.

## Design Notes

Spinal mount (35 hardpoints)  
10 100-ton bays. 35 50-ton bays.  
315 turrets.

821 MW surplus power with  
weapons above.

MCr 60342.8 in quantity.

Original design by David Riddell  
appeared in AAB3. This version  
by Clay Bush dated 02-Aug-91.